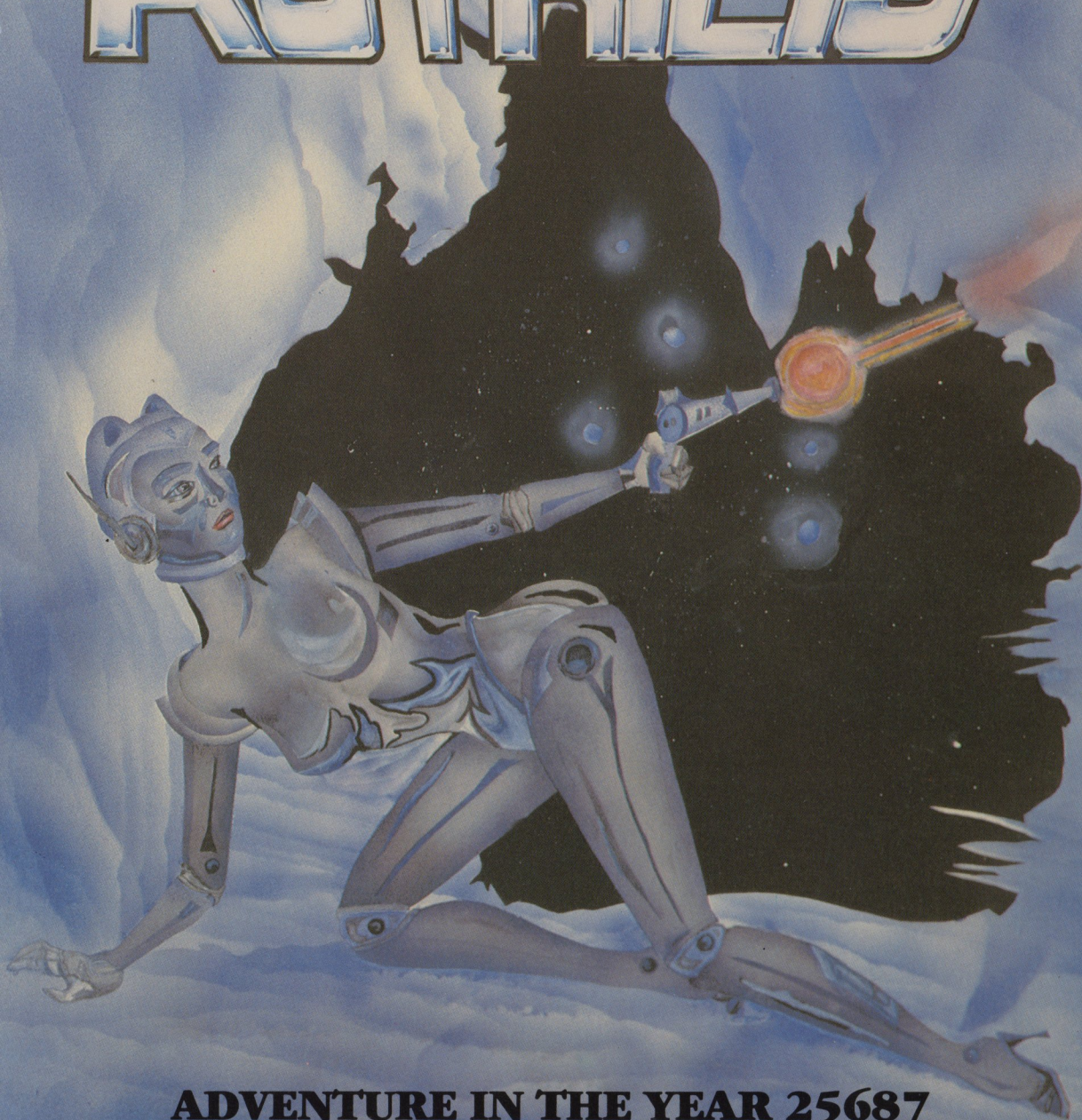


Journey to the far future in

ASTRILIS



ADVENTURE IN THE YEAR 25687

A Science Fiction Simulation for 1 to 3 Players

ASTRILIS

adventure in the year 25687



Fig.1

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Credits

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Dwight Prouty IV

July 14, 1986

ASTRILIS

adventure in the year 25687

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Section 1

Getting Started

Astrilis comes on 'Blue Label' disks, a copy-protected Master Game Disk and one or more non-copy-protected Master Player Disk(s), that you MUST copy.

An 'Install' program MUST be used to create a 'configuration file' on the Master Game Disk, which MUST be in the "A" drive in order to correctly start ASTRILIS. [You do not (cannot) make a copy of the Master Game Disk. (But you can order a BACKUP Master Disk: see instructions on the Warranty License Registration and Astrilis Owner Reorder Forms.)]

Before you begin playing Astrilis, create a number of WORKING COPIES of your original Astrilis PLAYER disk. You should use your original Player Disk ONLY for making Working Player disks, NEVER to play the game!

For each different computer operating system, MS-DOS, Apple DOS, etc, a separate Supplemental Sheet has been prepared to show how: (1) the Player disk is copied, and (2), how the Operating System, e.g. DOS, is copied onto the Master Game Disk, if necessary. The following paragraphs concentrate on 'What' should be done. The Supplemental Sheets state 'HOW' it is done for the given operating system.

- (1) Make at least 2 copies of the Astrilis Player Disk.
- (2) Copy the 'System' on to the Astrilis Master Game Disk, if it is not there already.

Consult you Computer's Operating System Manual, i.e. MS-DOS if you do not know how do do this. When all else fails, read the directions of the Supplemental Sheet for your computer!

To find out if the 'System' is already on the Master Game Disk, try inserting it into the 'A' drive at the System Prompt and restarting your computer. If the Astrilis Logo and sound effects begin, and the screen asks you to 'Hit any Key,' the System is already on you Astrilis Master Game Disk!

If you have to copy the System onto your Master Game Disk, you should 'Reboot' your computer with the Astrilis Master Game Disk in the Default 'A' drive to make sure that you copied it correctly!

You should begin with Utilities, to configure Astrilis to work with your computer.

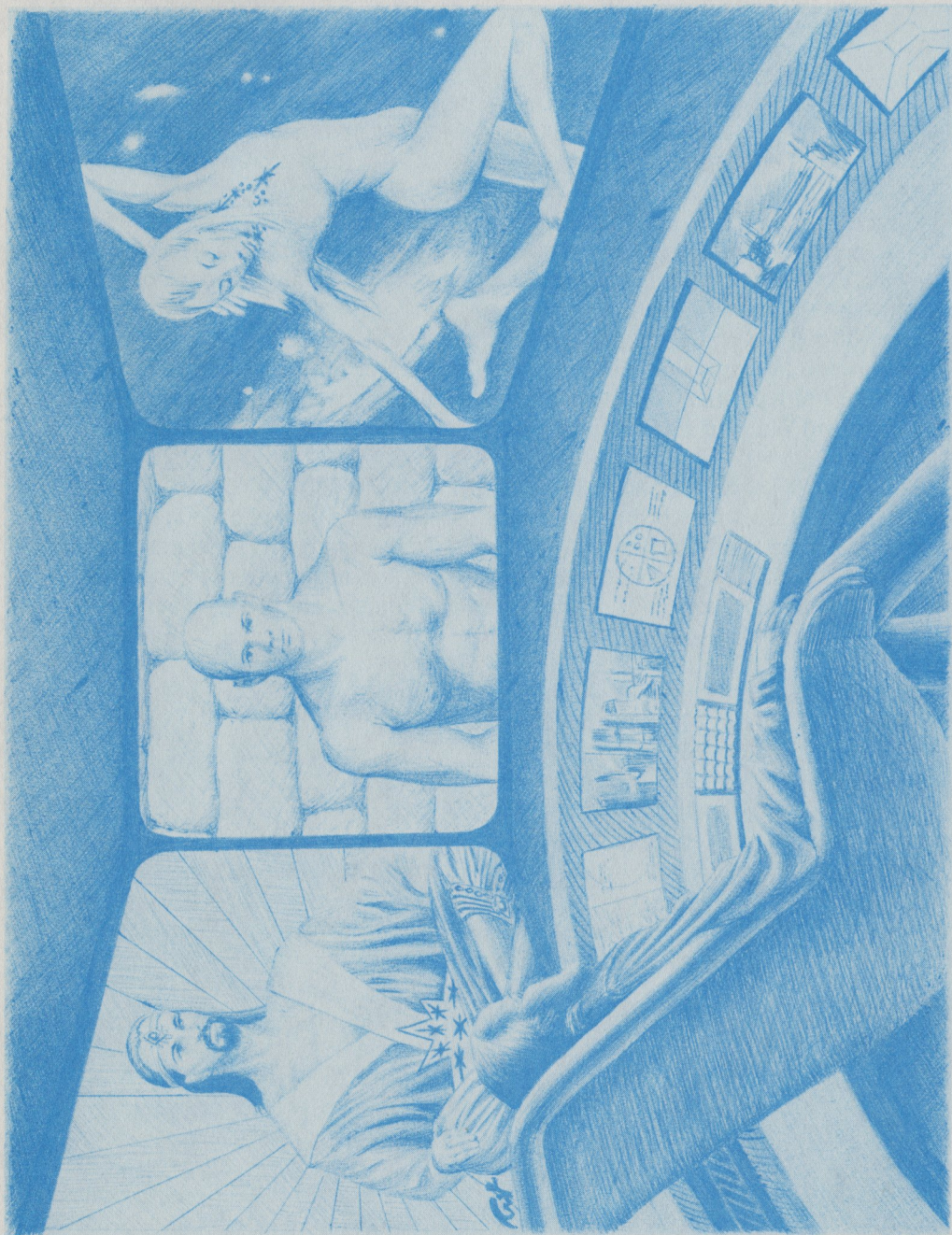


Fig.2

Section 2

The Situation

Prior to Grutellin's conquest of the Trinique System four years ago, it was a peaceful prosperous place. Grutellin the Vain has changed things since coming to power. Now the populace struggles under an impossible tax burden and the secret police are everywhere. Political executions take place daily, and the prison camps are full. The once prosperous system is being stripped of it's wealth to fill Grutellin's coffers.

Now, the system is breaking down under the strain. To make things even worse, Grutellin has declared that, if this year's quotas are not met, on time and in full, all the populated areas in the system will be sprayed with D14-Z, and a new slave race will be brought to strip the system even faster. A revolutionary movement has begun, which hopes to remove Grutellin from power. The revolution has been funded and equipped by a group known only as the "Federation".

You have been recruited to manage 3 agents, a Hiver, a Spacer and a Ranidro. Their bodies were cloned from the genes of top notch specimens and are linked directly to your control panel. You must use these agents to make contact with the local revolutionaries, who will know what you need to do in their areas in order to best further the revolution. To avoid any chance of suspicion, your agents have been planted throughout the Trinique System without weapons or any other equipment other than an S-Tard and some funds. It is up to you to get them properly equipped for their missions.

All three of your agents have different skills and abilities. You must use each one to do the things that they're most qualified to handle. In order to succeed in your mission, you must gain control of the entire system. To do this, you must work each individual agent up through their own hierarchy until they are in control of their respective domains. For example, the Spacer agent must replace the Captain of the Astral Eagle as the head of the local Spacers. Once each of your agents has achieved their goal, then you will be able to fulfill your main mission of replacing Grutellin as the Starlord of the Trinique System.

Remember to move your agents with great care, as the system is filled with both the Breaker Command Troops and Grutellin's spies, either of which would take great pleasure in capturing your agents. The Breaker Command Troops are equipped with Compers that enable them to compare your agent's profile with their known revolutionaries.

May the Light of the Galaxy guide your steps as you embark upon your mission!

Section 3

General Movement

A good portion of an agent's time is spent traveling from place to place, searching for clues, armor, weapons and other items. There are several modes of travel available, including walking, riding, flying and being transported.

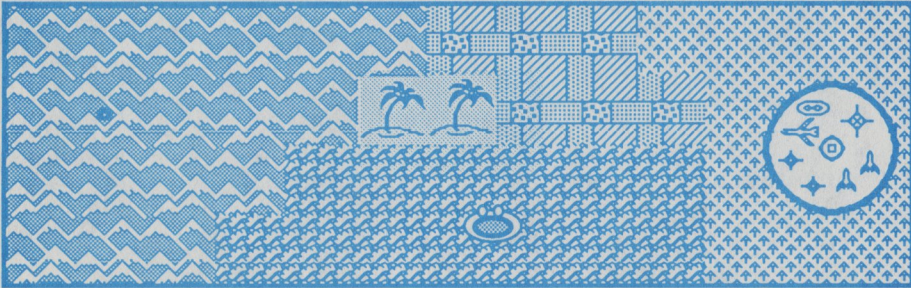


Fig.3 - SAM - Satellite Agent Monitor

There are two distinct methods of agent control and travel. You can select the one most convenient to your purposes. For rapid travel across the different world surfaces, the Satellite Agent Monitor [SAM] mode is best (see Fig.3). SAM provides a bird's eye view of your agent and his surroundings. To obtain an agent's eye view of the situation, you can switch to the Biologic Internal Locator [BIL] mode (see Fig.4). This enables you to see the same things that your agents see.



Fig.4 - BIL - Biologic Internal Locator



Fig.5 - Mapper

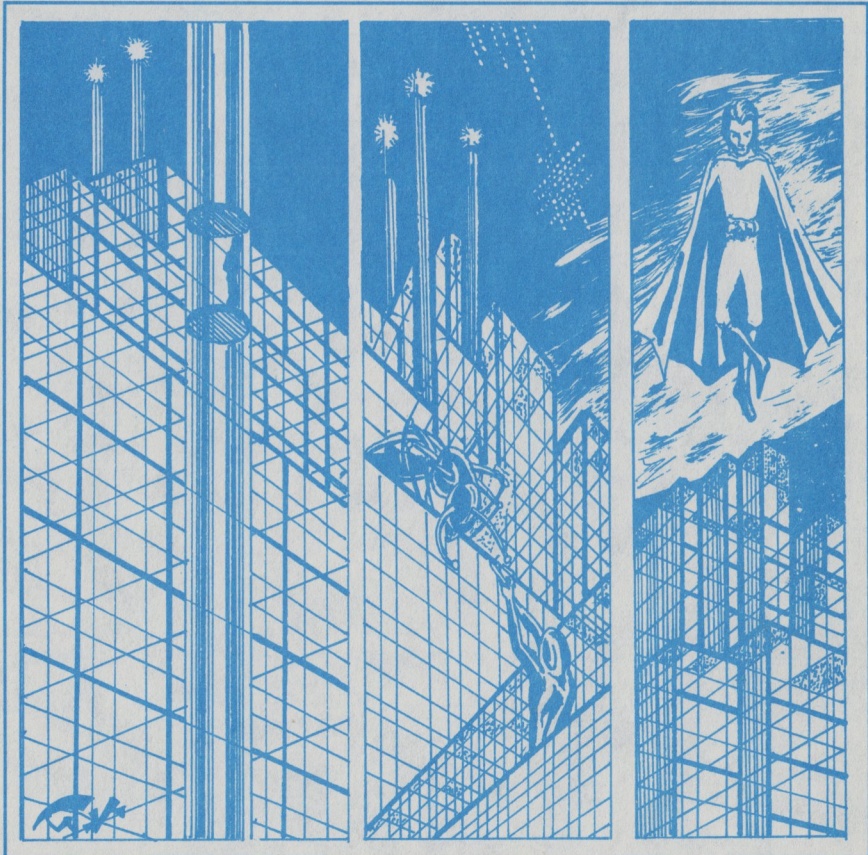
The two different control modes each accept many of the same commands. There are some differences, especially in the motion keys, so use the KeyGuide (Fig. 28) for reference until you feel comfortable with the switch.

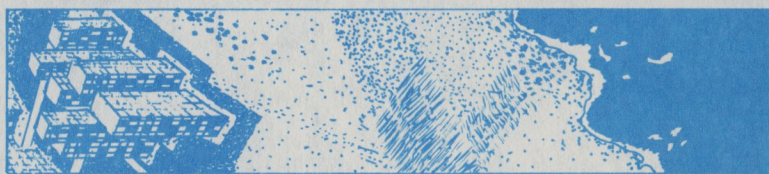
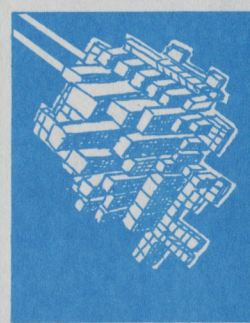
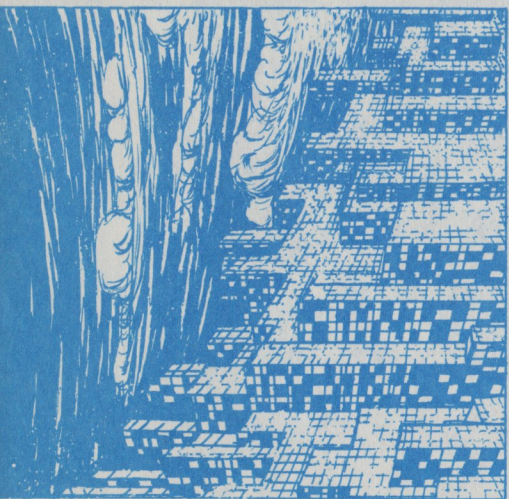
There are also devices that aid in pinpointing the location of an agent. The Mapper (see Fig.5) is an excellent example. It provides a view of the entire world surface and the position of the agent on it.

Biologic Internal Locator

When the Biologic Internal Locator system is active, you will be able to see directly through the eyes of your agent. You control the movement of your agent somewhat differently in the SAM and BIL modes. In the BIL mode you can move your agent: Forward, Backward, Right, Left, Up, Down, Turn Left or Right. You may also instruct your agent to Look Up or Down or even to tilt their head sideways! Because each computer system is different, you will have to consult the appropriate KeyGuide for your machine. The BIL system itself is organic in nature, and actually runs off the natural electricity present in the bodies of your agents. Because the BIL system is sensitive to X-Ray radiation, you can even see the structural members of a building if they are dense enough! However, the BIL system is passive in nature, meaning that, if there are no emissions of radiation that it can detect, your agent will not be able to see.

Fig.6





Satellite Agent Monitor

Using the Satellite Agent Monitor (SAM) , you can observe and direct your agents from above. If your agent acquires a vehicle and boards it, you will see the image of the vehicle. Traveling in a vehicle is far faster, but uses more energy units according to the type of vehicle. SAM will keep the vehicle image in the approximate center of the screen, making it easy to find.

You indicate the direction in which you want the agent to travel using the arrows shown in the Keyguide (see Fig ##). An agent may travel North, Northeast, East, Southeast, South, Southwest, West, or Northwest while on the surface. The screen will display the typology of the surface your agent is on at any given moment in time. Your agents will discover buildings and cities along with the usual wilderness.

You will see others or their vehicles wandering about on the surface. They will not bother you unless you bother them. If you do, they may attack your agent, so beware. It is possible to obtain a few credits this way, but if your agents assault someone that is more powerful, then your agents may get their heads blown off!

As a general rule, the surface mode of travel is the fastest way to travel in Astrilis. But, there comes a time when more detail is necessary. When this time comes, you may enter BIL mode. If you are in an appropriate place and hit the 'E' key, you will switch to the BIL (Biological Internal Monitor) mode.

If your agent manages to acquire one, a Mapper lets them see where they are relative to the worlds surface.

As your agents travel through the worlds of Astrilis, you will discover many places worthy of close examination. In fact, the revolution expects that it will take years for all your agents to complete their respective missions. Remember the nature of the universe; and do not expect things to always remain the same during your travels. Sometimes you will return to find that changes have taken place during your absence!



Fig.8 - Random Surface Types

Section 4

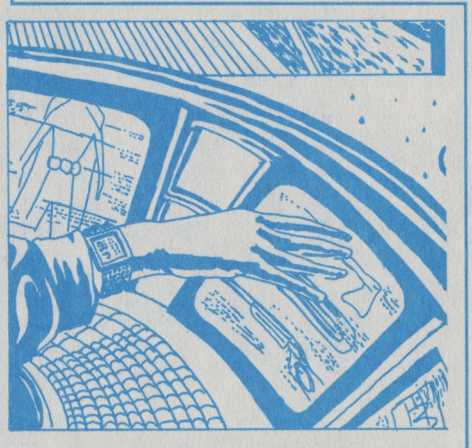
General Commands

There are many commands that are common to both modes, such as D)isplay Stats, C)hange Armor, W)eaapon Change; while others are specific to the mode you've selected like F)ire (SAM) or F)ire Weapon (BIL). You have toggle switches for things like whether or not you want to listen to your agent. Some commands work a little differently in the two modes (The Revolution had to work with what they could get on a tight budget!). For instance the 'T' toggle switches agent image from Enhanced to Normal and back when you're in SAM, but when you're in BIL it toggles the sights on your weapon and initiates the Targeting procedure.

Your monitoring systems display only one agent's readouts at a time but you can switch between agents in a moment by using the X)change command. This command is available in both modes. The agents that are not under immediate observation will remain exactly where you left them until you return to instruct them. There are certain commands that are only available when you are in SAM. B)oarding a vehicle is an example. You may only B)oard a vehicle

while you are on the surface in SAM. When you are in BIL mode, you have the greatest amount of control over your agents. You may direct their every move with a great deal of precision. You will also be able to engage in conversation, commerce and combat using BIL.

Fig.9 - Merge at Monitor Console



Section 5

Equipment

There are several classes of equipment available to your agents. The four primary classes of equipment are Weapons, Armor, Items and Vehicles. Each class has many specific kinds. For example, there are six (6) kinds of weapons.

Most classes of equipment use energy that you must supply and conserve. Depending on the item, power consumption varies from a unit or two per move to over a hundred units per move. There is no power drain if you turn the equipment off, or have not used it. Each of your agents has a battery that stores power, but it must be recharged routinely. Different kinds of batteries are available with varying storage capacities.

Sometimes what an item is or how it's used is in question. You have an analyzer built into the U)se Item command called I)nspect. This command will give a description of the selected piece of equipment.

Vehicles will not be found on your item list as you can not carry them around. However, once you've acquired a vehicle, it will be wherever you need it. As you cannot use BIL from inside a vehicle, Astrilis presumes you have dismounted when you E)nter a domain. But, if you E)nter a domain from a vehicle, when you E)xit the domain, Astrilis will place you back on board the vehicle. You may only have one vehicle at a time, so if you switch a vehicle, your old one will return to the shop.

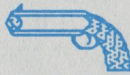
Fig.10 - D)isplay of the monitor for agent status.

Your Agent's Name and Rank			
R=Race	S=Suit or Armor	W=Weapon	A=Age
Exp=Experience Points	LC=Location Code	Medal=A	
ST=Strength	IQ=Intelligence	DX=Dexterity	EN=Endurance
CM=Cred Max	CT=Cred Total	EM=Energy Max	ET=Energy Total
AM=Air Max	AT=Air Total	FM=Food Max	FT=Food Total
HPT=Hit Point Total	VH=Vehicle		
Items Carried			

Weapons

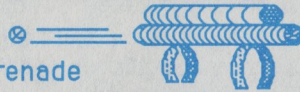
Hand

Blaster



The Hand Blaster is the most widely used weapon. It is inexpensive and only requires minimal experience and dexterity to use effectively against an enemy.

Grenade



The Grenade requires strength and experience to operate as it kicks like a muloid. It is ineffective at very close range because it is so powerful it can be self-destructive.

MicroFilament Sword



The MicroFilament Sword takes IQ and experience to use. The Sword blade must be wielded against the weakest parts of your opponents armor to be effective.

MultiSonic Disrupter



The MultiSonic Disrupter **REQUIRES** endurance and experience to operate because there exists the possibility that it could shake its operator apart if it's not used properly.

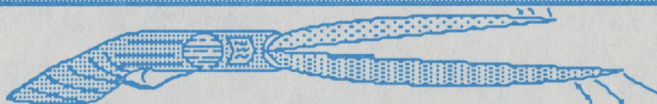
Heavy

Laser



The Heavy Laser **REQUIRES** experience to operate. If an inexperienced agent tries to use one, it could be fatal! It does an incredible amount of damage in the right hands.

Scissor



The Scissor is the most expensive and powerful weapon available in the Trinique System. It is the only weapon that can penetrate Ztasis Armor. It **REQUIRES** a **GREAT DEAL** of experience!

Fig.11 - The Weapons of the Future

Armor

All agents start out wearing a Space Tard. This is a basic polyfunctionate laminate that encloses the wearer like a second skin. It takes care of providing air and warmth in hostile environments. It also has certain rudimentary environmental monitoring devices built in, to warn the wearer of dangerous situations. Armor usually refers to the various additions an agent can acquire to enhance their Space Tard.

Impact Armor goes absolutely rigid if something hits it, spreading the shock of the impact over a much wider surface area, thus diminishing the effect to some degree. Immediately after the impact, though, it softens and returns to it's normal flexible state.

Shock Cushoning Armor is a layer of very special padding material that goes between the Space Tard and the Impact Armor. Highly compressive, it is extremely efficient at absorbing sudden impacts or shocks and it even provides some additional insulation against energy weapons.

Tarder Armor projects a time-retardent force field around its wearer that slows any projectile that enters its force field. It does not require an inordinate amount of power to operate and provides fairly adequate protection against most types of weaponry.

Yalinber Field Armor is generally worn only by combat troops as it requires a great deal of energy. It does provide very good protection against most types of weaponry by generating a polarized polycyclic gravity field that disrupts anything that passes through it.

Ztasis Armor uses a phenominal amount of energy but is impenetrable to all weapons except the Scissor. Even the Scissor does a drastically reduced amount of damage. Ztasis Armor is difficult to find due not only to the rarity of the elements needed to make it, but because it renders its wearer almost invulnerable and this fact makes governments very nervous, resulting in an almost complete ban on its usage anywhere.

The primary thing to remember about armor is to turn it on when you need it and to make sure and turn it off when you're not using it! Otherwise it will continue to draw power at whatever rate is called for until you do. If you run out of power the Space Tard's life support system will fail and your agent will die, so be sure and check your power supply frequently!

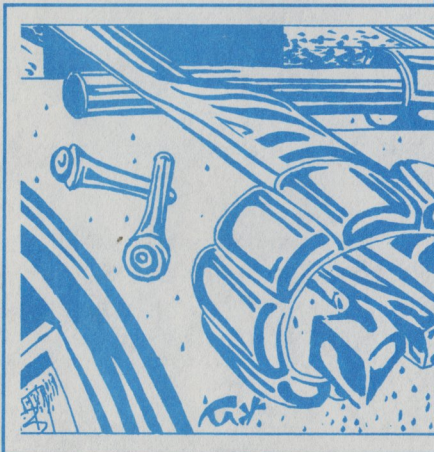
Special Items

As your agents travel through the system, they will have many opportunities to purchase or acquire items. Most items enable your agents to do things that are helpful but not absolutely necessary. Your agents will no doubt discover that they must have certain items to succeed. It will be up to you to direct your agents to acquire whatever they need.

There are quite a few conventional items that your agents will find useful. A Mapper would be something any agent can use and a digital wratch is an absolute must! Because of security bans, there is no simple way to get some of the devices that would be the most helpful. Occasionally, a black market contact can be helpful to get them what they need. Of course, dealing with the black market is risky. Sometimes an item will seem to work but turns out to have been a ripoff.

Rumors have been going around concerning Grutellin's intention to require a pass of some sort before anyone could purchase tickets for traveling between the various worlds in the Trinique System. Our only hope is that you will be able to get adequate forgeries, otherwise there is no hope of success for the local revolution.

Fig.12



Section 6

Agent Status

It is your responsibility as the Team Merge to make sure that your agents stay as healthy as possible. You must keep a constant eye on their power, air, food and health monitors. A quick flick of the D)isplay key will enable you to do this. You must also remind your agents to turn off their armor between encounters using the C)hange Armor command. As your agents become more proficient, you may want to change the weapon they're carrying. You may do this by using the W)eapon Change command. If you get an item that you want to take advantage of, then U)se it! Remember that as the Merge in Control, it is your responsibility to X)Change Agents every once in a while to make sure that they are all OK.

Some of the factors are variable, like how much power your agent can carry at once. This is dependent on which battery your agent is using. Remember that your agents will have differing preferences in weapons and that their accuracy depends on which weapon they're using and their skills and experience. Have your agents try the different weapons with caution, as some of them are extremely dangerous.

You can use the D)isplay command to view your agent's status in either SAM or BIL modes. There are also devices like the Sensor, which provides a heads-up display of your agent's vital statistics. Hit Points, Energy, Air and Food supplies status are shown on your monitor as long as you have it turned on.

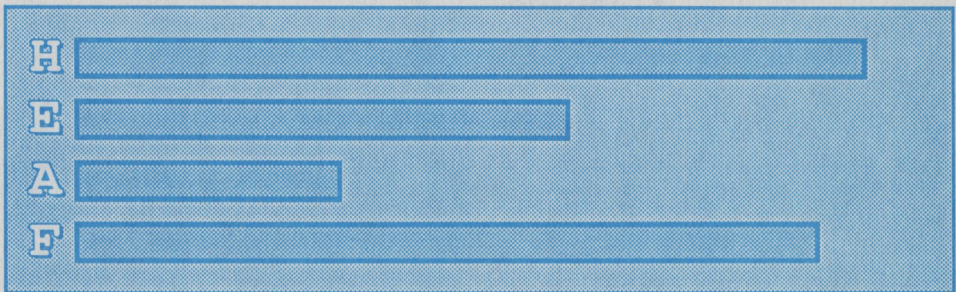


Fig.13 - Heads Up Status Display created by Sensor

Finally, if one of your agents should get caught or die, your monitor will state what happened and ask you to select one of your remaining agents. If all three of your agents die, then your monitoring station will dissolve, leaving you on your own. It is imperative that your agents complete their individual missions for you to succeed in your mission to replace Grutellin. Without the vital information that only they can acquire for you, there is no hope of beating the Starlord, leaving the occupants of the Trinique System to face the extermination crews.

Section 7

Opponents

There are a host of other races out there and your agents will encounter them and even others of their own kind, frequently. On the surface, you'll only see those who are moving briskly, intent on their own business. You'll have to switch to BIL to handle transactions like buying food or energy.

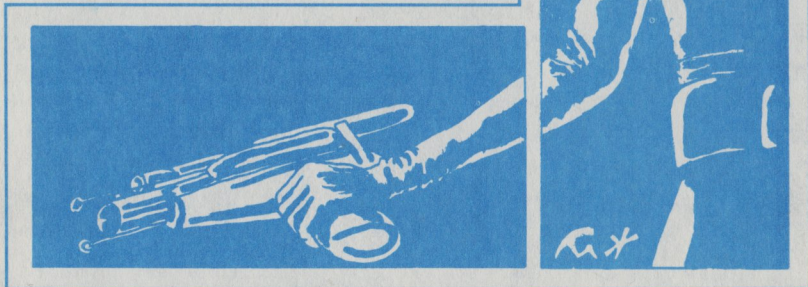
There are quite a number of utility services and vendors from whom your agents can purchase the various supplies they'll need. They will have to deal with the clerks & servants of the Trinique System's merchantile class. Try to remember that thay are people too, and try to remind your agents to treat them kindly.

There are those whose duty it is to guard a place or who have a job that keeps them in one place for extended periods. Others will be seen just wandering around. Some of those that your agents meet will be carrying information that is vital to the revolution and although it can be dangerous to question them, it must be done if you are to acquire the information you need to succeed.

There are always those who will attack your agents without any provocation at all, so be wary at all times. As Grutellin pays a bounty on all revolutionaries that are brought in, you will encounter many who could care less about the revolution, but care a great deal about the bounty credits.

You will see those who do care about the oppression and will try to help so don't get in the habit of shooting strangers on sight. It is difficult enough to find support for the revolution without your agents blasting away indiscriminantly!

Fig. 14



Random Opponents

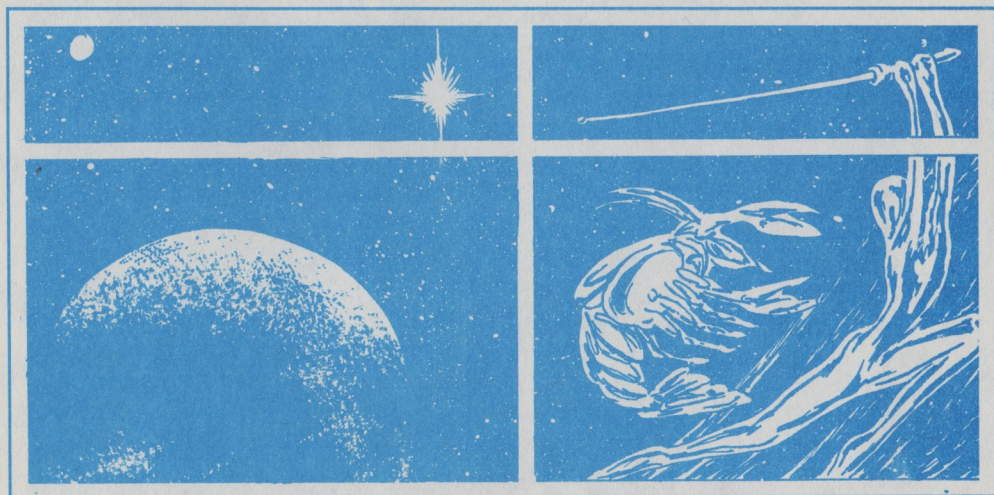
Your agents will encounter innumerable strangers as they travel about. Some will be friendly, and try to aid the agent while others will be hostile and attack. A few will ignore your agents altogether! There is really no way to tell friend from foe, unless they are wearing a Breaker Command Guard (BCG) uniform. Then you'll know that they're hostile. All the BCG's except the very highest brass are mind conditioned to the highest degree of loyalty to the Starlord and will attack a revolutionary on sight!

There are many alien races involved in commerce with the humans of the Trinique System. At first they may seem bizarre or unusual, but as time goes along you will become accustomed to dealing with them. As with their human counterparts, you have no way to tell if they're friendly or hostile. Sometimes they know things that humans don't and this makes it very important that your agents try to communicate with them.

Your agents will find that the attitudes of their opponents can change. If an enemy is severely wounded during combat, he may run away. Even if someone is friendly to begin with, they will become hostile if you attack them. A Cyhelm is extremely helpful in determining an opponents attitude.

You may not immediately see an opponent if you're in BIL mode because they may appear in back of your agent or off to the sides, so keep a sharp eye on your monitors as they will tell you if an opponent attacks from behind.

Fig. 15

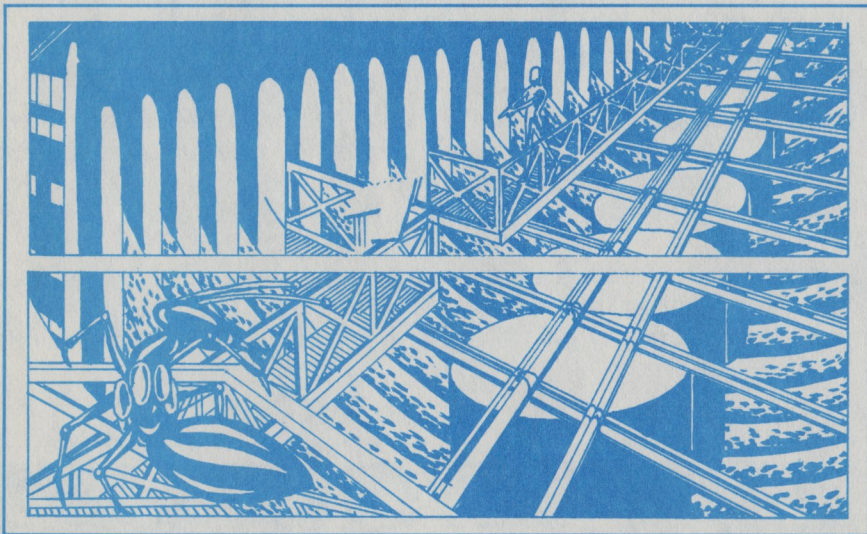


Servants and Utilities

There are always those who serve, whether in a medical role or as clerks or shopkeepers. Your agents will encounter these frequently. Most often, they are completely neutral. Normally they will offer a list of choices and then ask which one your agent wants. Sometimes your agent will have to be more explicit. For instance, when they go to use a computer terminal, they will have to enter a code word or cue of some sort to operate it.

The various essentials (Food, Air and Power) are available to your agents at the different utilities. The rates will change with the economy so don't be surprised by the fluxuations in price.

Fig. 16



The spaceport clerks control access to the mass transporters. The rates are standardized according to the depth of the gravity well at your destination, so don't be surprised to find that traveling to planets is more expensive than traveling to ships or rings.

The medical facilities in this system are among the finest in this section of the galaxy. The many healers and medics are available at a minimal cost in the local hospitals. Should one of your agents get hurt, sending them to one of the Healers is the best way to take care of it. Try to remain inconspicuous while in medical facilities as Grutellin would close any that were suspected of aiding revolutionaries and you'll need the services they offer to your agents.

Major Opponents

In the course of your mission, both you and your agents will encounter those who are far beyond the norm in power and abilities. You must be very careful when this occurs as these are the people who make or break revolutions! Sometimes, they can be persuaded to see your side of things, but other times they will hang tenaciously to their position, forcing you to take more drastic measures.

Fig.17



As these persons are generally wealthy, they can afford the finest weapons and armor, so they are devastating enemies. Because they can only be found on their home ground, all the advantages lie with them. Often, you will find that it is very difficult just to get to them in the first place as they generally surround themselves with guards and the other trappings necessary to protect them from harassment or assassination. Unless you can unearth a lever to use against them or something else to give you a handle on them, you will find that they can be very difficult to deal with.

It is wise to scout out your major opponents carefully before you approach them. The first most important thing to remember when dealing with opponents of this type is to know just who it is you're talking to. Otherwise you may offend them and get blown away before you can even begin negotiations. If you are lucky, you'll discover their weakness and exploit it. Otherwise you may have to resort to violence, and that can get your agents into a heap of trouble.

Probably, the best thing you can do is to see if your agents can uncover the passwords to the local computer complex. We've sent an agent in ahead of you to try and find those codes, but we haven't heard from him since! He was one of our best agents and his cover name was The Forerunner. He may have gotten into something from which he can't escape but watch for him anyway.

Section 8

History

Mankind hasn't really changed all that much in the last twenty three thousand years. From his first small steps into space, all the way to mastering this portion of the galaxy, man has never lost his rambunctious nature. Once free of the solar system, mankind spread rapidly throughout the Spiral Arm.

During this period (The Great Expansion), Mankind colonized over 14,000 planets, built innumerable rings and ships and had his first tentative contacts with alien races. Most of the alien races that Man first contacted have vanished, victims of culture shock. The Herloon, Grynux, Jarbeen and Ithnich are notable exceptions to this rule, having become good friends of humanity.

The Spiral Arm secured, Mankind moved inward and around the galaxy, mapping and settling new worlds. The First Galactic Empire was declared at midnight, December 31st, 5000 in the old reckoning. It was to last for almost four thousand years, providing a Pax Galactica that is still referred to as the Golden Age of Man. However, decadence inevitably set in, and when the end finally came, it threw the entire galaxy back into savagery for two millennia. The dark age ended with the rise of the Fourth Galactic Federation. Present day historians have been unable to discover any references at all to the first three galactic federations and this has caused great consternation among researchers.

The Fourth Federation lasted only two thousand years but, during it's brief tenure as the galactic government, science and technology were raised to their greatest heights. We have discovered many artifacts and relics from the period, many of them still in working condition. Most of them are far beyond the ability of any present day technologist. Even with working models to use, our best scientists have been unable to understand the mechanisms involved or even duplicate them. Only a few Merges have been able to activate items of this nature. One of these devices is used to form the gravity lens's that allow the creation of habitable planetoids. The Fourth Federation came to a sudden end, blasted by engines of destruction so potent that many of the scars from that conflict remain to seen today.

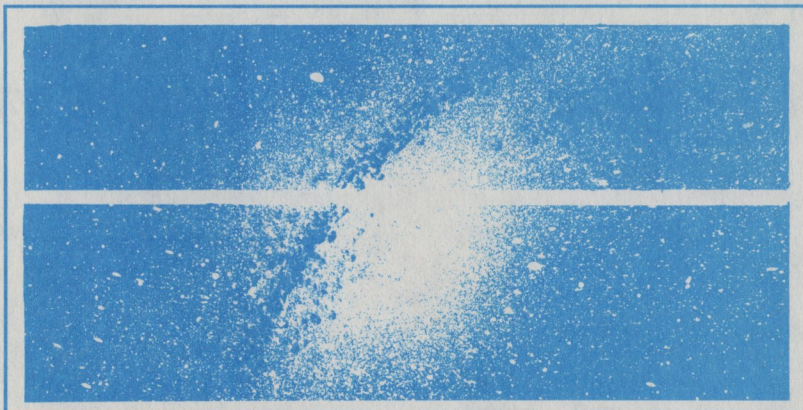
The collapse that followed the end of the Fourth Federation was shortlived, and Man was climbing back upwards only five hundred years later. This is primarily attributed to the lifespan and excellence of the surviving devices. From the ashes of the Federation rose the Dynastic Empires, which were based on the possession and use of the now antique Federation equipment. Secret caches of war materials were uncovered from time to time, leading to sudden changes in the balance of power. Similar to the Great Khans of that ancient terran country called China, the rulers were barbaric, using any methods they deemed necessary to hold their positions of absolute power. And yet, this Empire was to

last for over five thousand years virtually unchanged. The rulers of that period preyed upon their subjects to such an extent that, when technology had lapsed to the point where it could no longer sustain the Dynasties and failed, Mankind almost vanished from the face of the galaxy.

Now referred to as the Great Collapse, the period of barbarity that followed lasted four thousand years. Many planets were lost forever, their occupants vanished as many others, into darkness. By far and away the majority of the newly rediscovered planets are devoid of human life. Why or how the occupants disappeared no one knows. The myriad works of man remain, standing in silent testimony to the past , but of the inhabitants there is no sign. This is believed to be the result of the severe polutiion and depletion of natural resources prior to the collapse.

The present Tyrant / Starliment system has been slowly expanding its sphere of influence over the last three thousand years. By leaving the local matters to the locals, it has managed to survive and prosper. However, the local StarLords vary in nature. Some are merchant princes and others are merely pirates with sufficient force of arms to hold control of their systems. All, however, bend the knee to the Tyrant. Because of the very nature of the system though, the Tyrant doesn't interfere with local situations, leaving it up to us, the revolutionaries, to deal with Grutellin. We have received aid from a group nearer the galactic core that prefers to remain unknown. With your help and their money, hopefully we can free the Trinique system from the evil clutches of Grutellin!

Fig.18



Hiver History

When FTL (Faster-Than-Light) travel was finally discovered in 2319, the Comm Bloc Leaders announced their plan for building 116 giant colony transport shuttles. Over the next 6 years, approximately 61% of the C-Bloc's economy was devoted to the creation of these vessels. On the long awaited Launch Day, the majority of the Bloc's party leaders were present for the Pre-Flight Inspection tour of the ships.

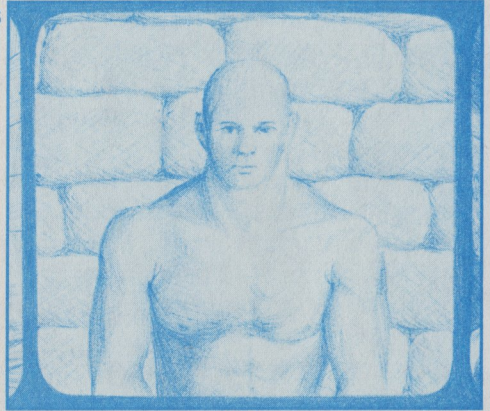


Fig.19

They boarded the various vessels, vanishing into the vast depths inside.

To the horrified surprise of the masses, instead of returning to their places in the stands, those same glorious leaders upped ship and left. Thousands of years were to pass before anyone found out why they left or where they went. Finally a 4th Federation scout discovered an empire on the fringes of the galaxy. The C-Bloc's Leaders had been found. They and their purloined ships had participated in the greatest and most illegal biological experiment in the history of man. They had cloned and genetically altered their frozen human cargo, creating sub-human specialist slave races whose lives were devoted to satisfying party member's every desire.

After deposing of the descendents of the C-Bloc's leaders, the Federation embarked on a enormous project to rehabilitate the Hiver's. The success of the project has been questioned, as, to this day, Hivers work their whole lives. They farm, mine, make excellent houseservants, and generally are much in demand not only because of the ridiculously low wages they will accept, but for the excellent work they do.

The Remod Hiver's (remodeled) of today generally spend their time colonizing new planets, wresting their livelihood from the alien soil. Besides their penchant for work, they are noted for their great strength and ability to work together closely on difficult projects. They refer to their leaders as "Queens" and although any Hiver can become Queen, contention for the position is very rare.

Ranidro History

Many of the original space stations in the solar system grew as the millenia passed, becoming gigantic floating cities. Technologically oriented, they became the new commercial centers of the era. They built additional cities as necessary to handle population growth and because they could be moved from system to system, they flourished in times of local depression. They produce most of the galaxy's manufactured goods and virtually all of the High Tech items.

Fig.20



The Ranidro presently account for better than 60% of the population of the known galaxy.

Throughout the past, the Ranidro have been free to travel as they pleased from one end of the galaxy to the other. By buying up the circulating stock of the local rings and with judiciously placed bribes, Grutellin has been able to prevent them from leaving the system even though the majority of the Ranidro would prefer to go someplace where the government is less oppressive.

The Ranidro are led by their Mayors. A Mayor is entitled to select his/her successor when they feel that it is time for them to retire. Until that time, they are responsible for the safety and well being of an entire ring and it's occupants. All the commerce engaged in by the ring is regulated by the Mayor's Office.

Generally, rings are among the first to recognize the beginnings of a collapse. They flee into the vastness of interstellar space, lest they be dragged down into darkness with the rest. For if a ring loses it's grasp on technology, it hasn't the raw materials to rebuild itself after generations of barbarism. For a ring, collapse is a very dangerous period, where it must remain hidden or else be stripped for it's technological parts and reduced to a deserted skeleton. The Ranidro have learned well the lessons of history and are always prepared for the worst.

Light on their feet, the Ranidro are noted for their merchantile sense, along with their technological abilities. They are highly reliant on their technicians and their mechanical aids. They value good food and Mavican Chefs are in high demand among them.

Spacer History

Back in the early days of the human emergence into Space, enormous slower than light colonizing vessels were sent out by the Western Bloc Nations in all directions. Many of these were lost, others successfully colonized planets. A few decided that they preferred life between the stars. These few became the basis for Spacers. Thousands of generations spent in Zero-G has left them virtually unable to handle gravity, but their dexterity is galactically renowned. Every five hundred standard years, they gather their ships far out beyond the galactic rim, to elect their High Council and otherwise hobnob amongst themselves. Their High Council Members speak to StarKings as equals.

Over the centuries the Spacers have developed a longer lifespan than most of the other types of divergent humanity. This is believed to be due in part to the lack of gravity in their environment, and to the thousands of years that their ancestors consumed geriatric drugs to stay alive during the long crossings.

Fig.21



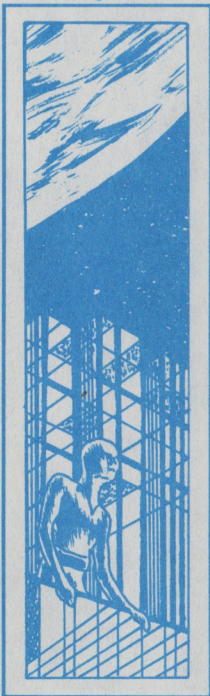
Merge History

When interstellar travel became commonplace and inexpensive, many humans "dropped out", leaving the mainstream of society to join into small groups with others of their kind. These were those humans who, reaching for something unknown, delved deeply into the powers of the mind. Over the millennia these people called Merges have developed abilities that seem uncanny to all others.

Because of their isolation, the Merges went unaffected by the various collapses. They were able to retain the technological levels they'd developed themselves, but because they were more interested in other things, they spent little of their time in material research. Instead, and to the exclusion of virtually all else, they devoted themselves to the philosophy of mind. Master psychologists, they avoided conflicts with their neighbors by not having any.

Psi talents are not uncommon among Merges, but their main power and talent goes far beyond Psi. Their Seniors seem to have some form of control over the Space/Time continuum, allowing them to manipulate reality in some way that the normal citizen has no way of describing. It suffices to say that it is unwise to irritate a Merge.

Fig.22



Merges rejoined mainstream society after the last Galactic Empire failed and have since assumed places of leadership and authority. As a general rule, they strive for the common good of humanity, although there are stories of evil Merges wreaking havoc within certain systems.

You have been chosen to lead your group of agents to the aid of the Trinique System. As a Merge yourself, you are the best qualified person the revolution has been able to find for the job. Everything depends on your skills as a leader. You've undergone the finest training that we can provide, with the hope that you will be able to defeat Grutellin against all odds. Everything that can be done to aid you will be done, and the best wishes of the revolutionary High Command go with you on your perilous mission. The equipment you have at your disposal is the best that could be gotten, all the newest technology right at your fingertips. Use it well, for it cannot be replaced before Grutellin's patience wears out and the Trinique System is thoroughly sterilized.

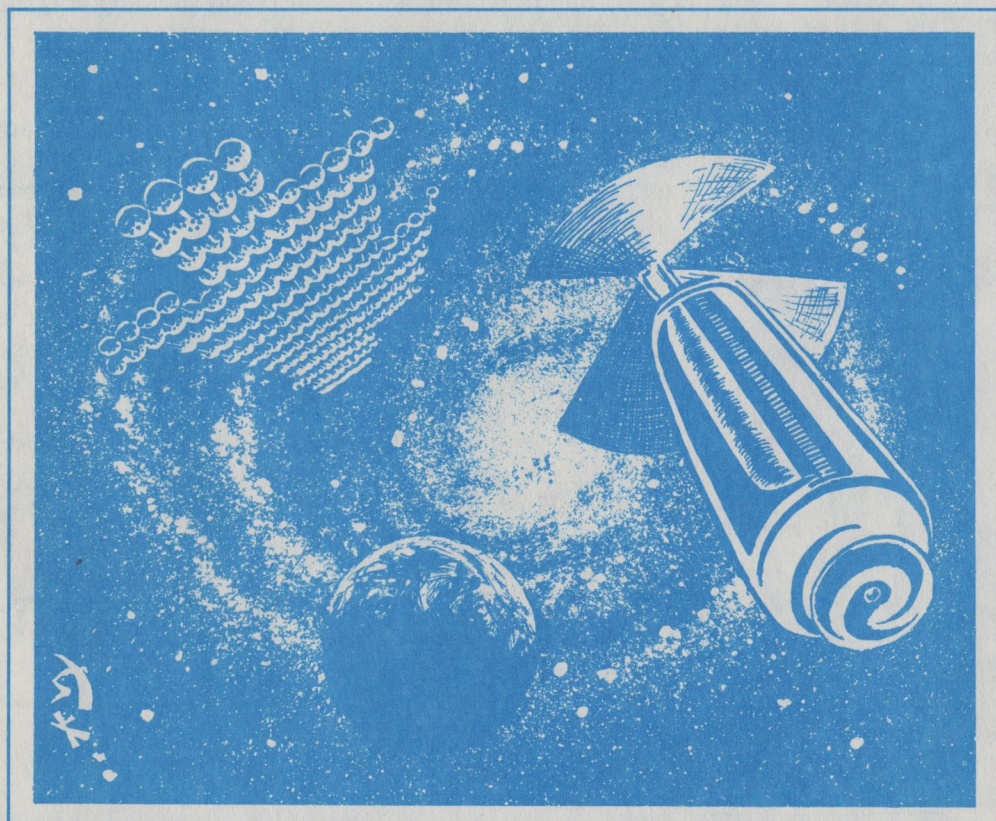
Long live the Revolution!

Trinique System History

The Trinique Stellar System was discovered during the 5th Dynastic Empire by Sooin Tu, an explorer of some note. He named the stars after the three daughters of Lewis Faranhardt, the man who first set foot on a planet that orbited a star other than Sol. As the 5th Dynasty was a time of horrible over-population, it wasn't long after that the colonizer ships were bringing the surplus populace of a dozen worlds to the Trinique System. The last reports from the system before the great collapse showed a well established populace, but when it was rediscovered, 217 years ago, there were only the faintest traces left to show the man had ever been there.

Still, there are three inhabitable planets in the system, Wulla, Cuver and Newko, making it an attractive prospect for recolonization. The fact that Newko has rich deposits of extremely rare ores drew the mining companies; and it wasn't long before the system was once again teeming with humanity.

Fig.23



Section 9

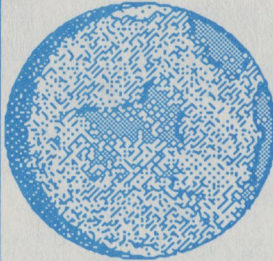
Planets

The planets of the system supply most of the food and raw materials to the rest of the system. Large enough to sustain their own atmospheres, no special suits are required to maintain life on the three settled planets. Each varies drastically from the others though, and one must still be careful to arrange proper clothing for the differing climates. Also, the flora and fauna differ from world to world and range from friendly to actively hostile.



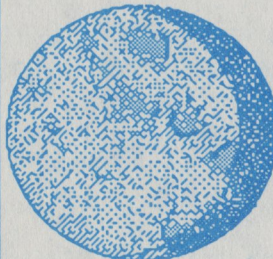
Wulla

A heavily forested world, Wulla is better than 50% land surface, its oceans largely landlocked by fjords of both ice and land. It is, however, a volcanically active world, with geysers and hot springs providing a major portion of the surface's heat as its sun, Clarisse, supplies very little warmth. The economy of Wulla is predominately based on the maricultural and mining industries. The workforce consists primarily of Remod Hivers.



Cuver

Orbiting Edwina, a G4 type star, Cuver is known as the Bread Basket of the Trinique System. Terra-like to nine decimal places, its industries are engaged in Animal Husbandry and Agri / Maricultural production. Besides being the most populated planet in the system, Cuver is the most inviting. It's wide range of climates are agreeable to a large number of non-native inhabitants.



Newko

A steamy, densely vegetated world, Newko is the least developed planet in the system, largely because of the highly corrosive and inimical environment. Travel to Newko is discouraged, for workers from both outposts and industries have vanished without a trace. Newko's primary exports are its pharmaceutical and mineral resources. The mining industry is extraordinarily dangerous, but because of the high concentration of rare elements, very profitable.

Fig.24

Rings

Early in the twenty first century large multinational corporations discovered the financial feasibility of space manufacturing, not to mention the tax advantages. As an increasing number of people moved, with their jobs, into space, ever larger structures were developed to provide a place for them to live and work. The result was the ring structure seen at left.

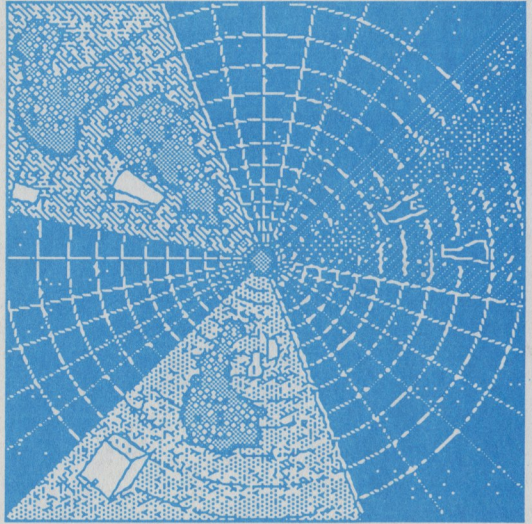


Fig.25

With the advent of an inter-stellar drive powerful enough to propel the rings at FTL speeds, the rings moved to those places most suited to their individual economies. As times changed the rings moved, providing a vast, highly trained workforce of specialists that were able to travel wherever they were needed, and to stay there only long enough to seek work elsewhere. Thus formed, the Ranidro became the purveyors of talented commercial and industrial specialists.

There are many systems where planets never formed, leaving enormous quantities of raw materials floating in belts about the central star. The Ranidro gather at these places between jobs to pool data banks and to exchange personal.

The rings spin, providing a pseudo-gravity that the ranidro find quite sufficient for the purposes. Anchored at the axial base are gigantic reflectors that provide both light and heat for the inhabitants. Depending on the distance from the local sun, a certain number of large focusing mirrors provide the majority of the power used. When a project calls for more power, the ranidro just launch more mirrors until they are receiving a sufficient amount.

The three rings that are presently in the Trinique System are Crown, Arbit and Slace. Crown is a Commercial/Trade Center and supports many banking and warehousing facilities. Arbit specializes in High Tech manufacture, creating most of the items in the system. Slace builds structures like rings, super and regular ships and most of the other heavy equipment found in the system.

Ships

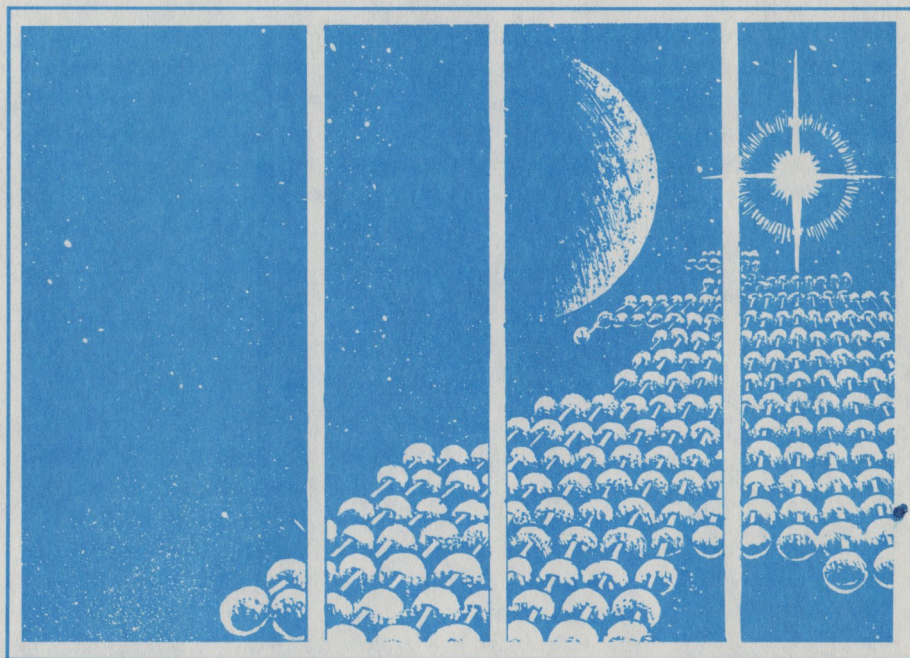


Fig.26

Due to the unusual nature of hyperspace, it is very difficult and highly expensive to provide a stable enclosure field for anything that isn't perfectly spherical and smaller than about 70 meters in diameter. As a result, the large interstellar vessels are composed of thousands of individual bubble cells, each a relatively complete ship in its own right. Each cell has four extensible airlocks that connect the ship when it is in regular space. Beams of force lock the structure into a flexible rectangle during FTL transitions, to allow the ship to slip through hyperspace with the least resistance. Known as SuperShips, they could never land on a planetary surface and rely instead upon shuttlecraft or mass transporters for intra-atmosphere transport.

The Astfal Eagle is the System Flagship. Capable of separating into a myriad tiny fighters that protect the central core, she can direct them with such precision that they often pass within inches of each other at speeds in excess of .9 Lights. The Stellar Swan is the Luxury Liner of the Trinique System. Besides carrying passengers, she carries the equivalent of a shopping mall from port to port. The Cosmic Capon is the tramp freighter of the Trinique System. Crewed by a motley assortment of gypsies, vagabonds and thieves, her reputation is such that no self-respecting spacer would be caught aboard her.

Planetoids

Using a Fourth Federation process intelligible only to their brightest scientists, the Merges can focus gravity on the scale necessary to retain an atmosphere around a planetoid. These altered worlds are very valuable for military bases, seats of government and other secret functions. Because the Merges can place the finished planetoid in any new orbit chosen, high security can be maintained as only those with a need to know and a high clearance are told the new location.

When the process was first rediscovered, it was popular to terraform the new mini-worlds. This process was curtailed though, because as good as the technology was, there were still brief power lapses. When this occurred the pressure dropped extremely rapidly. People had no difficulty reaching the safety of nearby domed enclosures, but the flora and fauna suffered terribly as the atmosphere burst outward. The power would come back on and draw the air back, but always too late to save the plants and animals. Now the only lifeforms introduced to a new planetoid have been bred specifically to handle sudden pressure drops.



Arcadia

The prime military base of the Trinique System, Arcadia is off limits to all but authorized military personnel. Little is known about it other the fact that casual visitors are usually shot on sight.



Nirvana

The TriStellar University is on Nirvana with students coming from all over the system to attend. As a result, security is low and the revolution finds many sympathizers there. Be very careful though, because Grutellin has planted many agents amongst the students.



Olympia

Olympia is the Trinique System seat of Government, and the place where Grutellin lives. The Trinique System Council meets there three times a year.

Fig.27

Section 10

Gaming Tips

Astrilis is a game that will require many sittings to complete, so saving the game frequently is very important to your chances of success. You may save the game at any point by simply hitting the S)ave key.

The first few times that you enter a new domain, it is wise to move slowly, looking where you are going. However, after you have visited a place a few times, you may want to speed up the game. There are several methods by which you can speed game play. Try turning off the messages or the picture. Experiment with different rates of speed using the F5 / F6 key combination. If you're in SAM mode, you can toggle the Agent's image and / or board a vehicle. If you have a hard disk on your computer, it speeds up the game quite a bit if you copy the player disk to it.

Try talking to those persons you see in the various domains. They will often have very important things to tell you about the worlds and what you'll have to do to survive in them.

Finally, if you have a modem, try the number on the supplement sheet. If you can get online, you may find others with similar problems and / or solutions.

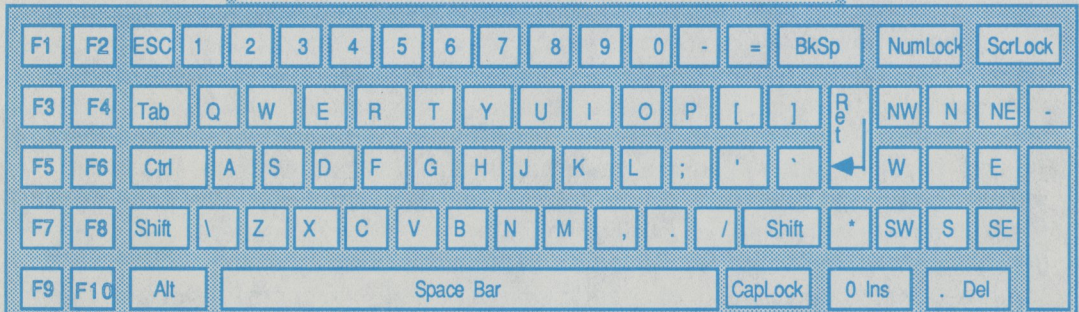
If you desire a backup copy of Astrilis, you may order one at the same time you send in your Limited Warranty Registration Card for only \$7 dollars, provided you fill in the Card completely! If you have already sent in your Registration Card, all you have to do is send in a copy of the User Comments and Reorder Form on the back of this page with your comments, and your name, and complete address and \$7.00 to:



Shaman Software
P.O.B. 439
Conifer, Co 80433

KEYGUIDE - Fig. 28

SAM - Satellite Agent Monitor



C) Change Armor	T) Toggle Agent Size	S) Move South
D) Display Statistics	U) Use Item	E) Move East
E) Enter Domain	W) Weapon Change	W) Move West
F) Fire Weapon	X) Exchange Agents	NW) Move NorthWest
J) Toggle Sound	esc) Back Out	NE) Move NorthEast
Q) Quit Astrilis	F7) Board / Exit Vehicle	SW) Move SouthWest
S) Save Game	N) Move North	SE) Move SouthEast

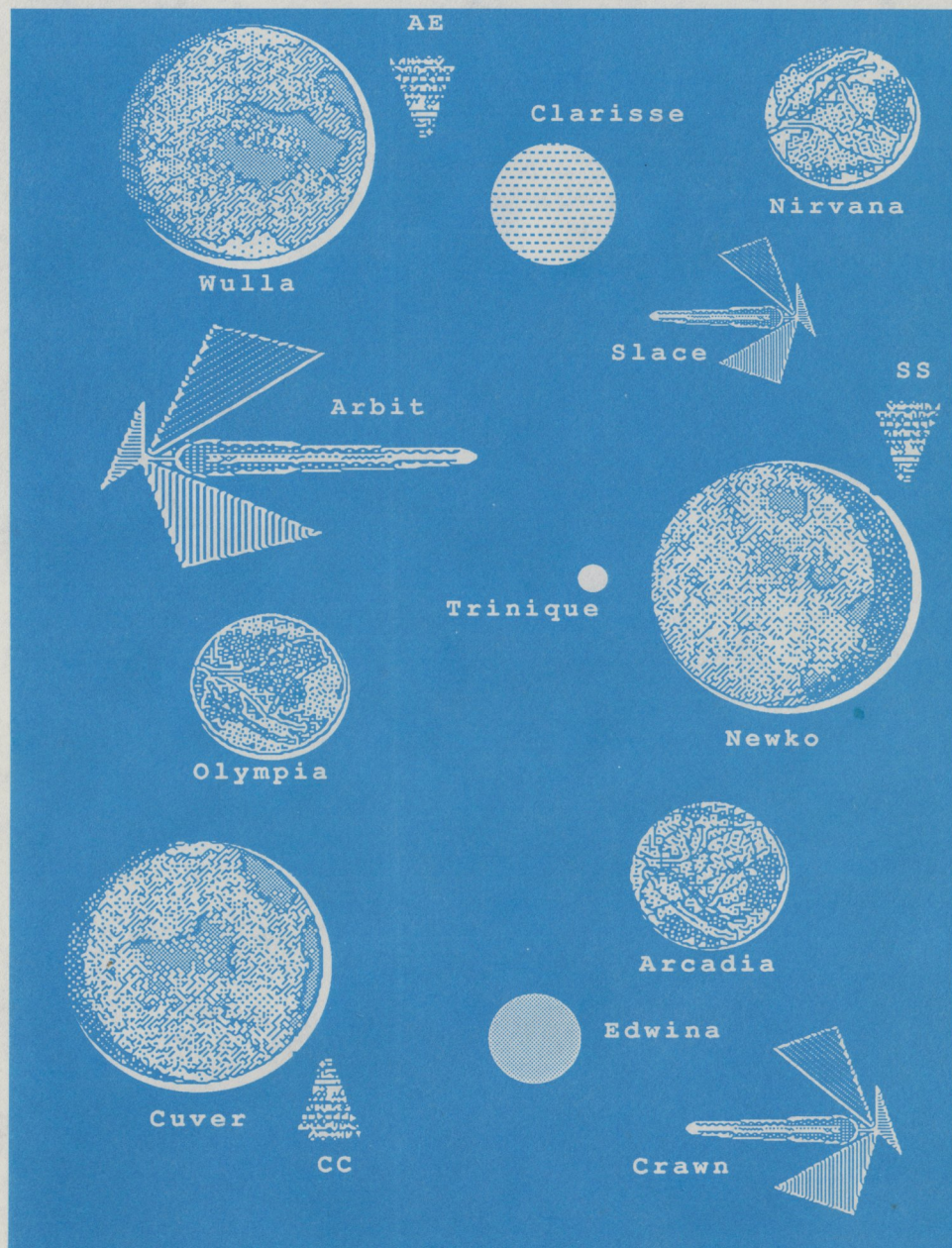
BIL - Biologic Internal Locator



C) Change Armor	T) Toggle Sights	F6) Decrease Speed
D) Display Statistics	U) Use Item	F8) Teleport
E) Exit Domain	W) Weapon Change	F9) Increase Magnify
F) Fire Weapon	X) Exchange Agents	F10) Decrease Magnify
H) Hail Stranger	-/+) Turn Angle Adjust	ML) Move Left
J) Toggle Sound	esq) Back Out	MR) Move Right
N) Nap	F1) Look Down	TL) Turn Left
P) Toggle Redraw	F2) Look Up	TR) Turn Right
Q) Quit Astrilis	F3) Tilt CW	For) Move Forward
R) Message Toggle	F4) Tilt CCW	Back) Move Backward
S) Save Game	F5) Increase Speed	UP) Move Upward
		DN) Move Downward

Section 12

Poster Guides



Written for IBM PC/XT/AT and Clones.

The evil starlord has held sway over your home system for four long years now, and has wrecked havoc beyond belief. The once proud peoples of the Trinique System have fallen into poverty and despair. The situation has grown suddenly worse as the starlord has proclaimed that the entire system and its populace will be exterminated if the impossible new quotas are not met. Can you and your agents succeed in removing the starlord in time to save your people from destruction?

Features

**Three Agents on a Team
Up to 10 Team Roster
True 3D Simulations
12 World Surfaces
High Speed Expert Mode
Individual Agent Movement
Intelligent Opponents
Items, Weapons, Armor & Vehicles
Heads Up Stats Display
Full Color Graphics Throughout
Does Not Require Mouse**

Includes

**Full Color Poster
Player Manual
Master Game Disk
Master Player Disk**

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Foxton, CO 80441

SEE LIMITED WARRANTY

INSIDE



Welcome to Astrilis, the epic science fiction adventure game. Join forces with the Revolution to oust Grutellin the Vain, the present Starlord. Travel throughout the vast reaches of the Trinique System, while you search for the allies and items you need to complete your missions. Engage the opposition in conversation or battle as the need arises. Visit the various shops and utilities to purchase the different supplies necessary to keep you alive in the assorted environments that you will discover. Acquire vehicles to speed your progress across the different terrains. All this and much, much more are included inside!